Rubric 2: Tour and QEA with Evaluation Team

Category	Score
Introduction, Presence, and Tour	
 All members of the team (including the TL) are present, introduced, and interact with the Evaluation Team. Team members are alert and actively engaged throughout the interview. (/4) All team members answer questions posed by the evaluators. (/4) The path into, through, and out of the Team Space is clearly marked and easy to navigate. (/4) x2 Team members take turns leading the tour and guiding the Evaluation Team into, through, and out of the Team World. (/4) Tour includes well-rehearsed presentations to showcase essential information. (/4) x2 	/28
Knowledge Spaces and Virtual Models	
 Knowledge Spaces Clear explanations are given for choices made in the design process. (/4) Knowledge Spaces showcase thinking behind the Design Process. (/4) Knowledge Spaces showcase a Business Case. (/4) Team members can explain and answer questions about each step of the Design Process. (/4) The Knowledge Spaces effectively communicate the team's understanding of the problem and the team's work through the Design Process. (/4) Answers to the two reflection questions are clearly represented in the Team World. (/4) x 2 	
 Models Teams identified the tool(s) used to create 3D InWorld Models. (/4) Models are accurate 3D representations of the JWST technology, original spinoff, and team's spinoff innovation. (/4) Models communicate the team's understanding of the problem to the audience. (/4) 	/40
Judges Choice Points: Judges may award up to 8 additional points for unique or outstanding work completed InWorld or ideas communicated during the Q&A session. (_/8)	
Assessment 4 (Excellent) = All criteria (procedures, steps, and details) are met or followed. 3 (Good) = Most criteria are met with only a few errors. 2 (Fair) = Many criteria are met, but work has significant errors. 1 (Poor) = Most criteria are not met. 0 (No effort) = No effort to meet criteria.	/76